Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original) Apparatus for playing a game including:

question cards having questions which are separated into levels of difficulty;

a playing area which is separated into geometrically shaped pathways of consecutive playing spaces corresponding to the levels of difficulty of the questions;

playing pieces for occupying the playing spaces in the pathways; and

at least one random number indicator for determining movement of the playing pieces around the pathways;

wherein the pathways have different numbers and sequences of the playing spaces corresponding to particular levels of difficulty of the questions whereby the pathways determine different levels of difficulty of the game.

2. (Original) Apparatus according to claim 1, wherein each question card has a plurality of questions which are separated into a corresponding plurality of levels of difficulty.

3. (Original) Apparatus according to claim 2, wherein answers corresponding to the questions are presented on the question cards, compiled in a book, or capable of being determined by a player.

4. (Currently amended) Apparatus according to ~~any preceding~~ claim 1, wherein the levels of difficulty of the questions are indicated on the question cards and the playing spaces by colour-coding.

5. (Currently amended) Apparatus according to ~~any preceding~~ claim 1, wherein the levels of difficulty of the questions are hardest, hard, easy and easiest.

6. (Original) Apparatus according to claim 5, wherein the hardest, hard, easy and easiest levels of difficulty are respectively indicated by red, blue, yellow and green colour-coding.

7. (Currently amended) Apparatus according to ~~any preceding~~ claim 1, wherein the question cards are separated into sets, each of the sets corresponding to an age range, a level of education or a topic whereby, in addition to the pathways, the sets of question cards determine different levels of difficulty of the game.

8. (Currently amended) Apparatus according to ~~any preceding~~ claim 1, wherein the pathways are interconnected in a generally hourglass shape.

9. (Original) Apparatus according to claim 8, wherein the interconnected pathways include two overlapping triangle pathways, a diamond pathway defined by the overlapping and intersecting portions of the triangle pathways, a bow pathway defined by the non-overlapping and intersecting portions of the triangle pathways, and an hourglass pathway defined by all portions of the triangle pathways.

10. (Currently amended) Apparatus according to claim 9 ~~when dependent from claim 5~~, wherein:

the non-overlapping portion of one of the triangle pathways includes an equal number of playing spaces corresponding to questions having hardest and hard levels of difficulty;

the non-overlapping portion of the other triangle pathway includes an equal number of playing spaces corresponding to questions having easy and easiest levels of difficulty; and

the diamond pathway includes equal numbers of playing spaces corresponding to questions having hardest, hard, easy and easiest levels of difficulty.

11. (Currently amended) Apparatus according to claim 9 ~~or claim 10~~, wherein during the game a player following the hourglass pathway may select a different

pathway to follow at each intersection of the triangle, diamond and bow pathways to thereby select the level of difficulty of the game.

12. (Currently amended) Apparatus according to ~~any preceding~~ claim 1, wherein during the game players are awarded points for correctly answering the questions, and the winner of the game is the player with the highest cumulative total of points after a predetermined period of time or the first player to obtain a predetermined number of points.

13. (Original) Apparatus according to claim 12, wherein the amount of points awarded for correctly answering the questions selectively varies between individual players whereby, in addition to the pathways, the selected amount of points awarded for correctly answering the questions determines different levels of difficulty of the game.

14. (Currently amended) Apparatus according to ~~any preceding~~ claim 1, wherein the random number indicators are dice.

15. (Original) Apparatus according to claim 14, wherein the dice are able to be separated into sets, each of the sets including three die, two of which are numerical die and the third die is a mathematical operator die whereby during the game the movement of the playing pieces around the pathways is determined by the function of the numerical dice and the mathematical operator die.

16. (Original) Apparatus according to claim 15 wherein each of the sets of dice correspond to an age range, a level of education or a numeracy level whereby, in addition to the pathways, the sets of dice determine different levels of difficulty of the game.

17. (Currently amended) Apparatus according to ~~any preceding~~ claim 1, wherein the playing area is marked on a board or displayed on a computer screen.

18. (Currently amended) A method for playing a game using apparatus according to ~~any preceding~~ claim 1.

19. (Original) A method for playing game including the steps of:

providing question cards having questions which are separated into levels of difficulty;

providing a playing area which is separated into geometrically shaped pathways of consecutive playing spaces corresponding to the levels of difficulty of the questions, the pathways having different numbers and sequences of playing spaces corresponding to particular levels of difficulty;

providing playing pieces for occupying the playing spaces in the pathways;

providing at least one random number indicator for determining movement of the playing pieces around the pathways;

allowing players to select different pathways to follow during the game whereby players can selectively and individually determine the difficulty of the game.

20. (Original) Dice for playing a game including first and second numerical die and the third die is a mathematical operator die, wherein the function of the numerical dice and the mathematical operator die determines a number of playing spaces for a player to advance during a turn of the game.

21. (Original) Dice according to claim 20, wherein the first numerical die is a hexahedron numerical die having six faces, the number 0 being represented on one of the faces and the numbers 1 to 5 being respectively represented by a corresponding numbers of dots on the other five faces.

22. (Original) Dice according to claim 21, wherein the second numerical die is a hexahedron numerical die having six faces, one of the faces being blank and the numbers 6 to 10 being respectively represented by a corresponding numbers of dots on the other five faces.

23. (Original) Dice according to claim 20, wherein the first numerical die is a hexahedron numerical die having six faces, the numbers 0 to 5 being respectively on the six faces.

24. (Original) Dice according to claim 23, wherein the second numerical die is a hexahedron numerical die having six faces, one of the faces being blank and the numbers 6 to 10 being respectively on the other five faces.

25. (Original) Dice according to claim 20, wherein the first numerical die is a dodecahedral die numerical die having twelve faces, one of the faces being blank and the numbers 0 to 10 being respectively on the other eleven faces.

26. (Original) Dice according to claim 25, wherein the second numerical die is a dodecahedral die numerical die having twelve faces, one of the faces being blank and the numbers 0 to 10 being respectively on the other eleven faces.

27. (Currently amended) Dice according to ~~any one of claims 20 to 26~~ claim 20, wherein the mathematical operator die is a hexahedron numerical die having six faces, addition operators being on three faces and subtraction operators being on the other three faces.

28. (Currently amended) Dice according to ~~any one of claims 20 to 26~~ claim 20, wherein the mathematical operator is a hexahedron numerical die having six faces, two faces being blank, an addition operator being on one face, a subtraction operator being on one face, a multiplication operator being on one face and a division operator being on the other face.

29-31. (Canceled)